

The claims in prosecution are as follows:

1. (presently amended) A computer-readable medium having stored computer program code that when executed by a computer ~~causes~~ ~~cause~~ a computer system to recognize a character-based user interface having a plurality of host component types and to transform the character-based user interface to a web enabled user interface, the medium having code to control the computer, the medium ~~containing~~ comprising:

code for scanning the character-based user interface for a plurality of agents;
code in each agent for determining the existence of a different host component type unique to the agent;

code for defining a match region for each host component type found to exist by an agent in the character-based user interface;

code for determining whether two or more match regions overlap;

code for resolving a conflict between the two or more match regions that overlap;

and

code for rendering match regions associated with each agent to compose the web enabled user interface.

2. (presently amended) The computer-readable medium of claim 1 wherein the rendering code further comprises:

code for rendering each match region as a widget, the aggregated widgets composing a formatted output page.

3. (presently amended) The computer-readable medium of claim 1 ~~further comprising~~ wherein the resolving code is executed before the rendering code, ~~comprising~~ and further comprises:

code for resolving a conflict between two or more match regions which overlap based on a policy to determine which agent associated with a match region controls the overlap region.

4. (presently amended) The computer-readable medium of claim 3 wherein the resolving code further comprises:

code for assigning a predetermined priority to each agent;

code for comparing the predetermined priority to resolve a conflict between two or more match regions ~~of the two or more conflicting agents~~; and

code for selecting the agent with the highest predetermined priority to control the overlapping region.

5. (previously amended) The computer-readable medium of claim 3 wherein the resolving code further comprises:

code for comparing the size of the conflicting regions which overlap; and

code for selecting the agent having the smaller size region to control the overlapped region.

6. (previously amended) The computer-readable medium of claim 3 wherein the resolving code further comprises:

code for assigning a dynamic priority to each conflicting region having a common overlapping region, the dynamic priority based on the projected amount of time expended to render each conflicting region; and

code for selecting the agent controlling the conflicting region having the highest priority to retain control over the overlapping region.

7. (presently amended) The computer-readable medium of claim 4 further ~~containing~~ comprising code for controlling the ~~conflicting~~ agents detecting overlapping match regions to negotiate whether to relinquish control of ~~at least the~~

each agent's overlap region.

8. (presently amended) A computer system for recognizing a character-based user interface having a plurality of host component types and transforming the character-based user interface to a web enabled user interface, the computer system comprising:

a memory comprising a plurality of agent objects to scan the character-based user interface, each agent object determining the existence of a different host component type from the other agents, each agent object defining a match region for each host component type found to exist in the character-based user interface,

an agent manager for determining whether two or more match regions overlap and for resolving the overlap, each agent object rendering ~~its associated~~ its associated match region to compose the web enabled user interface; and

a processor for running the plurality of agent objects.

9. (presently amended) The computer system of claim 8 wherein each agent ~~renders~~ is configured to render each match region as a widget, the aggregated widgets composing a formatted output page.

10. (canceled)

11. (presently amended) The computer system of claim ~~[[10]]~~ 8 wherein the system ~~resolves~~ is configured to resolve a conflict between two or more overlapping match regions based on a policy to determine which agent associated with one match region controls the overlap region, the processor configured to execute ~~run~~ the policy.

12. (presently amended) The computer system of claim 11 wherein the policy executed by the processor comprises:

assigning a predetermined priority to each agent;

comparing the predetermined priority of the two or more ~~conflicting~~ agents
detecting overlapping match regions; and selecting the agent with the highest
predetermined priority to control the overlapping region.

13. (original) The computer system of claim 11 wherein the policy executed
by the processor comprises:

comparing the size of the conflicting regions which overlap; and
selecting the agent having the smaller size region to control the overlapped
region.

14. (original) The computer system of claim 11 wherein the policy executed
by the processor comprises:

assigning a dynamic priority to each conflicting region having a common
overlapping region, the dynamic priority based on the projected amount of time
expended to render each conflicting region; and

selecting the agent controlling the conflicting region having the highest
priority to retain control over the overlapping region.

15. (presently amended) A method for recognizing a character-based user
interface having a plurality of host component types and transforming the character-
based user interface to a web enabled user interface, the method comprising:

scanning the character-based user interface for a plurality of agents;
determining which host component types exist in the character-based user
interface, each agent determining the existence of a different host component type from
the other agents;

defining a match region for each host component type found to exist by an
agent in the character-based user interface;

determining whether two or more match regions overlap;

upon a determination that two or more match regions overlap, resolving a conflict between said two or more match regions that overlap;
and
rendering match regions associated with each agent to compose the web enabled user interface.

16. (presently amended) The method of claim 15 wherein ~~the render step~~ rendering match regions associated with each agent to compose the web enabled user interface further comprises:

rendering each match region as a widget, the aggregated widgets composing a formatted output page.

17. (presently amended) The method of claim 15 ~~further comprising a step before the rendering step, the step comprising~~ wherein resolving a conflict between said two or more match regions that overlap further comprises:

resolving a conflict between two or more match regions ~~which overlap~~ based on a policy to determine which agent associated with a match region controls the overlap region.

18. (presently amended) The method of claim 17 wherein the policy comprises ~~the steps of~~:

assigning a predetermined priority to each agent;
comparing the predetermined priority of the two or more ~~conflicting~~ agents detecting overlapping match regions; and selecting the agent with the highest predetermined priority to control the overlapping region.

19. (presently amended) The method of claim 17 wherein the policy comprises ~~the steps of~~: comparing the size of the conflicting regions which overlap;
and

selecting the agent having the smaller size region to control the overlapped region.

20. (presently amended) The method of claim 17 wherein the policy comprises ~~the steps of~~:

assigning a dynamic priority to each conflicting region having a common overlapping region, the dynamic priority based on the projected amount of time expended to render each conflicting region; and

selecting the agent controlling the conflicting region having the highest priority to retain control over the overlapping region.

21. (presently amended) The method of claim 18 wherein the ~~conflicting~~ agents detecting overlapping match regions negotiate whether to relinquish control of ~~at least the~~ each agent's overlap region.